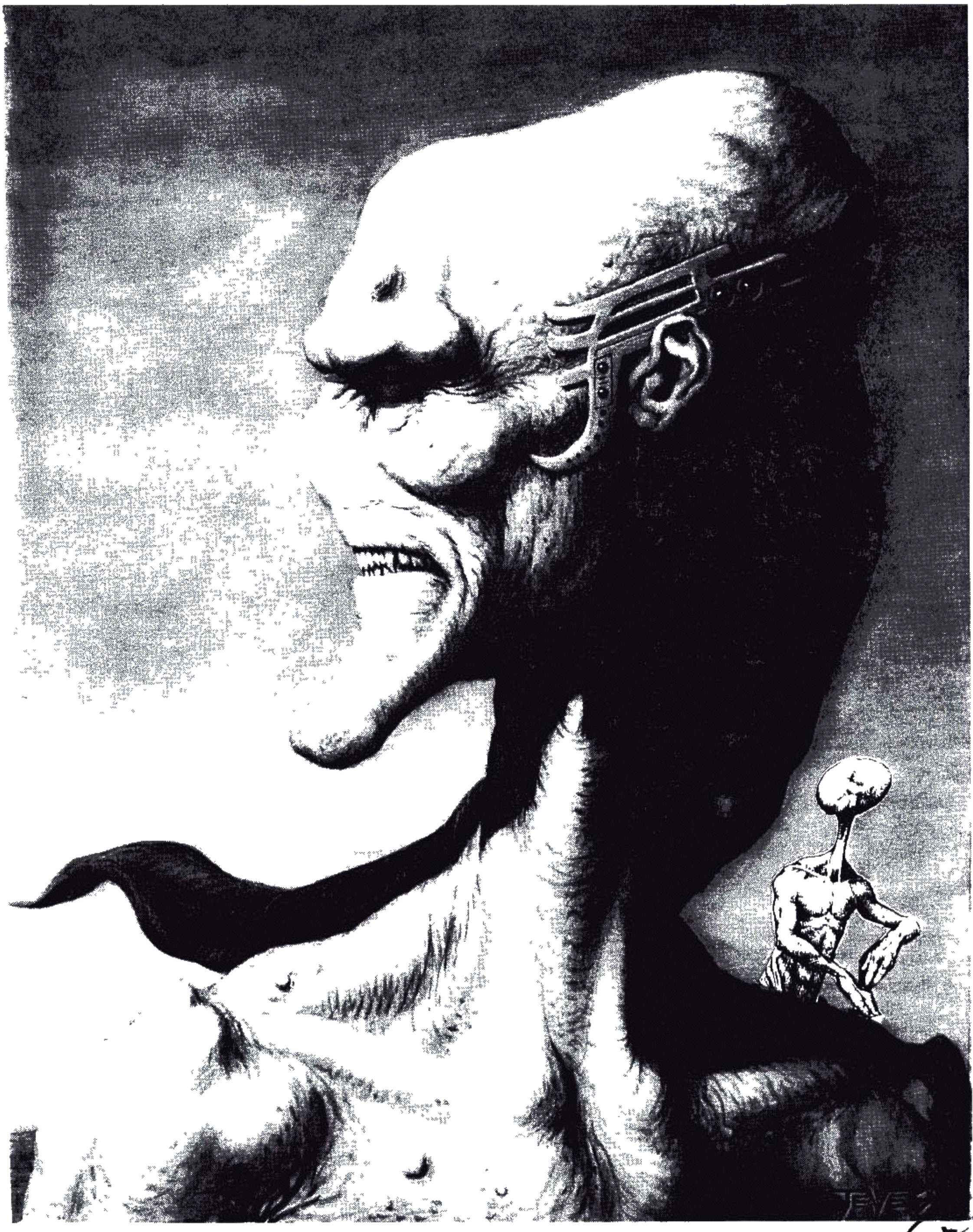
Shanthas of Jorune

...and a Ramian



Special Pre-Release Edition

SKYREALMS

COMPANION: SHANTHAS OF JORUNE

and a Ramian

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Special Pre-Release Edition

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CHAPTER 1

Shanthas of Jorune

INTRODUCTION

Shanthas of Jorune... And a Ramian is a convention pre-release. It details for the first time in print Jorune's most mysterious race, the shanthas These eyeless natives easily manipulate the Isho, or ambient energy, to do many things, including weaving orbs and bolts of great sophistication Their powerful technology for creating dyshas, warps, sarceens, evids, cle-eshtas, and the powerful elip-ston are described within You will learn how the shantha evolved on Jorune, understand their seven religious sects and read their mythology The shanthas themselves will be described physically, and many questions left in the past to reader's imaginations will have answers

SHANTHAS ON JORUNE

The shanthic race had lead a peaceful existence in underground caverns for millennia when the aliens came These new-comers spoke a lumpy, awkward tongue lacking dimension and clarity In spite of their crudity, the alien skills of energy manipulation were impressive. Their tools relied upon energy pellets, not Isho. Their belongings were crafted of a resistant tlesk (metal) The H-oomans, as they wished to be called, would not pronounce the name of the shanthic planet "Sho-Caudal" (vast fluid body) They would only say "Jorune.

These "H-oomans" were unable to see or feel the natural fluid of Sho-Caudal They hulked about gracelessly, blind and insensitive to the environment for which they had traveled a great distance The shanthas had difficulty respecting these creatures who covered their Isho (literally vitality) with fur The shanthic "Sholari" (priests) encouraged cooperation with the outlanders to ensure peacefulness. H-oomans would be guided to areas where they would not be a disturbance.

Although the shanthas of the time understood the magnitude of a population of twenty thousand, they were taken aback by the sheer bulk of the colonists, when they arrived Their awkward attempts at simple "cashiln" (walking) were shameful Their intellects seemed just as disorganized It was rumored that H-oomans were incapable of controlling their own bodily functions Their 'inner fluid" was pumped involuntarily and their frontal lobes fluttered spasmodically They spoke of nothing, ignoring everything around them At first amusing, their flat speech soon came to be considered a waste of time. The thriddle came, as the shanthas knew they would The distracting human curiosity was deferred for a while – thriddle were delighted to speak unceasingly with the visitors

The H-oomans inability to project even the most simple "lih" (naull orb) was taken as an indication of dwarfed intelligence by many shanthas But the H-oumans commanded great tlesk manipulation, so the shanthas were content to help them meet their needs for minerals, water, and land, if that meant peace

As the moons constellated, H-oomans relaxed and enjoyed their new environment. Treaties prepared by the thriddle where obeyed The new-comers seemed to have proven their harmlessness

Suddenly the tranquility of life was shattered, the H-oomans began acting frantically They claimed the loss of their homeland. Yet they had abandoned their homeland to come to Sho-Caudal Erratic H-oomans behavior became a concern. The shanthas were resigned to revive aggressive technology left to them by their ancestors They watched and waited Uneasiness and fear had been unknown to them, this sensation was, to the shanthas, a subtle poison released by the H-oomans

Without warning, the H-oomans transgressed "Cali-Shafra," Battle Lands of the Ancients. The bountiful vegetation was stripped away and the land was pierced by huge tlesk The H-oomans claimed that they needed the area to make their food. The shanthas were unsympathetic. The humans had survived for some time on Sho-Caudal without taking such extreme measures The transgressions of the H-oomans became intolerable. With the disruption of the Galsh-aca (Ancient Burial Grounds), shanthas finally felt that their energies could be justly unleashed

The humans in their colony strongholds were not prepared for the massive energy blasts which exploded from within their ships To the shanthas, it was a simple matter The warp mappings to the ships were regional and the Isho was readily available. Warps were forced open, and through them, tremendous dyshas of Desti and Du were sent

It was expected that the problem was over. Instead, nearly all of their race lapsed into "shyee," the Isholess state. The shanthas remember this as "Leesh Ebeeca" (The Dying Time). The few who remained were unable to maintain the ancient underground complexes Society crumbled The shanthas were forced to leave the glowing lower world and take to the more desolate parts of their planet

The shanthas knew that the H-oomans were destined to enter their cities in the coming millennium They sorrowfully laid to rest their valuables within temple recesses They guarded their treasures by the best means they could muster They looked to the time when their descendants could reclaim their heritage, and restore the race to greatness.

Over the ages, shanthas have learned a bit about humans. Although their original impressions have yet to be dispelled, they have come to grips with living as a minority on their own planet Their interactions with other life forms are usually brief and specific 3400 years after Leesh Ebeeca, hostility between shanthas and humans is rare Again the shanthas are watching and waiting, this time for a chance to restore their race to ancestral splendor

Of all the human descendants, shanthas find the muadra the most intriguing Their Isho abilities closely resemble those of the children of Sho-Caudal It was this shanthic interest that led Sho Copra-Tra to train Caji Gends 2934 years after the Earth Colony s appearance on Jorune This first relationship between shantha and muadra catalyzed a new existence for the muadra race.

Ellishondi

An Ellishondi, or "ancient shantha," is a shantha that was placed in a keeper rod thousands of years ago for the purpose of being revived at a time of need The Ellishondi were trained to operate independently An Ellishondi was not to revive others except in the case of dire need They know the locations of certain other Ellishondi, major shanthic cities, shanthic arsenals, and the elip-ston power stations

Many Ellishondi who are revived in the present die within 48 hours from the same ailment that nearly exterminated their race 3500 years before. A small percentage are immune to the biological warfare agent still in their atmosphere, and some are able to gain immunity by altering their body-chemistry through the use of organic compounds called leesh'ilahte

OVERVIEW OF SHANTHAS

Shanthas average over six and a half feet tall Shanthas have no eyes, they see with their Tra-sense Their small, sculpted ears are sensitive beyond the human spectrum. The shanthic mouth and vocal cords can mimic virtually any sound Their spoken language employs vowels that the human vocal tract is incapable of reproducing The sounds and expressions required to communicate in this soft, flowing tongue exceed the capabilities of non-shanthas The written shanthic language can be learned, although even thriddle complain of the complexities involved in using the necessary Isho-laden paints. Part of their spoken inflection is communicated through whispers of Isho, still further out of the realm of human capability Though some humans have gained rudimentary knowledge of the shanthic language, the subtleties can never be mastered

Shanthas craft and wield ritualistic blades from the thaliers of corondon. Shanthas always maintain a sense of calm, even in battle. Their term for death is "shyee" (the Isholess state)

Shanthas live only in small, secluded settlements Their camps are quiet and somber by human standards Shanthas of each of the seven sects will respond differently to strangers Rarely will a shantha wish to communicate or barter with a member of another race unfamiliar with their customs.

Shanthas are not necessarily violent, but slow, deliberate motions are advisable. They tend not to trust humans, especially those laden with Earth-Tec For this and other reasons, shanthic etiquette should be considered a necessary skill for shanthic encounters Though they may not strike out at those who offend them, neither will they offer them assistance or respect

As vulgar as human language sounds to them, many shanthas speak Entren with reasonable fluency This potential might not be shown to player characters, however, for shanthas speak very little when in the company of boorish humans who gawk at their Isho mastery The orbs and bolts of most shanthas are finely honed, and greatly varied Though by number they prefer peace, shanthas are trained with many dyshas when young.

SHANTHIC MYTHOLOGY

To the shanthas, the world of Jorune is a living entity, Sho-Caudal, or 'vast, fluid body" They believe their world was originally barren on the outside, but their race lived below the surface in the belly of Sho-Caudal, they believe themselves born from the beautiful crystal spheres called the "Aniln "

Shanthic Genesis

In the beginning there was Sho-Caudal Its belly was warm, but its skin was barren Protected by its skin were the Aniln, finally kindled by the fire of Sho-Caudal into the forms that lived under the skin Sho-Caudal nurtured its children, but longed for company Seven moons came to visit, and they were greeted by the waves of Sho-Caudal so warmly that they never left. So great was the first conversation between Sho-Caudal and the moons that sparks shot off into the blackness and became stars. Sho-Caudal poured out so much that the moons were sated, all the excess spun off, a swirling ball of fire, and warmed the planet by the new day and all the days to follow

The moons spoke back. In their gratitude they returned the energy of Sho-Caudal with renewed vigor They breathed color into the monochromatic world, now dazzling in the light of a sun

In the wake of this great union, Sho-Caudal was inspired to fill its surface with life of many forms. The shanthas remained true to their womb underground, but now they were freed to venture above and to eat more than just the nurturing paste that grew in their caverns.

Many other forms moved up to see and feel the light of the sun and the moons Only the shanthas were torn, they could never leave the womb of Sho-Caudal and be satisfied with what was above.

THE ANILN CRYSTALS

Deep below the surface of Jorune lie the Aniln crystals, which the shanthas believe they were created from during the first age of Sho-Caudal They are found deep within the caverns of La'Shalta a site the shanthas consider their "primal home." The Aniln crystals are complex shapes, with many turns, twists, bulges, bulbs, and veins connecting remote sphere sections together They are rich in all forms of Isho and have strange reflective properties. Pulses of Isho sent to probe the Aniln's structure are returned modified and magnified in startling ways that trigger powerful responses in the sender's brain The entire process is interpreted as deeply moving, and religious Shanthas undertake the pilgrimage to the Aniln several times during their lives The first time is usually at puberty, they return when they have conceived a child, grieve the loss of a loved one, and at the time they wish their bodies to enter shyee, so that their Isho will become part of the La'Shalta forever

SHANTHIC PHILOSOPHY

The philosophy of shanthas can be described in a few lines that summarize their behavior in most contexts

Isho is the source of all life that is good

The naull is a guiding sign

Darkness in Isho is a sign of Ca'go'aci, or "that which is against the naull"

Childbearing and child rearing are imperative, the next generation will quickly eclipse the old

The crystal will flow as long as Sho-Caudal lives

Warring is disrespectful to Sho-Caudal

PHYSICAL SPECIMENS

DIET· Shanthas are mostly herbivores Their mouths have small teeth, inappropriate for a carnivore's diet. The shanthas are generally disgusted by the carnivorous gluttony of other races, especially the humans, however, the Ca-Desti eat small strips of scash (tiny cave salamanders) meat regularly

Favorite foods include lisasha (a root), ma'iln (a very colorful spore), ren (a moss that grows on cavern walls), and deshari (fruit of a small bush that grows where there is little light) Shanthas are not gourmet cooks Pastes, cold broths, dried lisa sha chips, and plant nuggets are common

LIFE CYCLE Shanthas are born with short necks and sharp fingernails They are gawkish and stooped over until they reach puberty, at around age 15 At this time, their backs straighten and their necks rise slender and graceful from their lean, upright bodies Shanthas have lifespans stretching up to 200 years

REPRODUCTION: Shanthas give live birth to offspring still enclosed in placenta This fetal egg-sack is cared for by the parents for three days before their children emerge on their own The sack should be kept in a cool area, preferably near clear, running water The sack is briefly submerged several times during this three day period the shanthas call "cal alnin" to leach out waste and cool the rapidly growing infant

As the sack hardens before the hatching, it is adorned by the parents and other family members The child will slowly tear open the tough shell with its sharp nails after three to seven days.

SENSES: Shanthas have particularly good hearing and Ishovision, called "Tra-sense "

IDEAL ENVIRONMENT: Shanthas are most comfortable in a moist, stone enclosure closely resembling a temple They prefer to remain in the dark during most hours of the day, and spend many hours kneeling, whether they read, write, pray, paint, build, or excavate

EVOLUTION

Shanthas developed in an area of Lundere called La'Shatha, "Primal Home of Shanthas " They evolved in an environment rife with corondon and other large predators that further justified their subterranean development However, over time they have developed many of the characteristics of both land and cave dwellers Shanthas are distantly related to many of the creatures seen on Jorune including tarro, thombo, talmaron, corondon, weach, beagre, slutch, dreglamon, and harns

HISTORY

Shanthas were somewhat barbaric during the early stages of their development as a people. As they adapted to each other and their environment, they built up a strong society with tenets and principles that have carried forward to the present They were victorious in their battle to drive the lamorri invaders from Sho-Caudal more than one thousand years before humans ever set foot on Jorune They greeted the Earth Colony with a trusting coolness, until the humans broke their treaties, showing blatant disrespect for shanthic customs and practices The shanthic weapons unleashed upon the colony sites had been developed millennia ago to defeat the lamorri. But the humans fought back, few shanthas survived from populations that had numbered in the millions. The shanthic population has climbed in the 3500 years that followed, but the race no longer rules Jorune with unchallenged authority Humans are clearly dominant now, and shanthas have spent the last several thousand years biding their time and looking to the moons for a day yet to come..

Early History

Shanthas built their lives in light-deprived regions where Isho was the dominant source of energy In their subterranean environment, predators were few, but large. Their diet was one of mainly mosses and roots, although they fed upon beagre and primitive rodents (they later considered the beagre diet part of their barbaric past) Their excellent sense of sound and their Isho vision made safe their travel through the higher world that separated their cave homes They crafted fine weapons with which they could battle the corondon that clumsily roamed their lands. From the beast s thailiers they crafted their mighty blades - light in their bearer's hands, but sharp and powerful in battle. The corondon posed a continuing serious threat, not for its speed or agility, but for its instinctive cunning with Isho It was for this reason that shanthas developed their mastery of Isho signatures

Over the course of time, shanthic perceptions and manipulations of Isho became more precise, until they were able to communicate with both their spoken word and Isho Uncontrolled, their feelings betrayed them to others of their kind, as Isho past unconsciously from their bodies and was read by others — emotional exchanges could begin without intentional provocation This primitive form of expression led to conflict and near ruination of the race. The Cole-Tish'he, "War of the Tribes" had begun

For thousands of years the shanthas stagnated at this primitive level, fighting one-another. Initially the battles were infrequent and small, but in time, tribes would combine to conspire upon other shanthic settlements. Had their settlements been easy to locate, shanthas who struggled toward refinement and mastery of their Isho would not have survived When they realized the power that they had developed, they dared not make their presence known. Only when they were the true masters of Isho would they expose themselves

At a time when three great powers ruled the shanthic domain, the Ellishondi, or "Great Shanthic Keepers" emerged They advanced on the combined forces of the now allied rulers Disabling those who opposed them, they drove out the old order and established themselves as the leaders of their race

It was the dawn of a new era The Ellishondi taught their race how to control and direct their inner fluid How they touched Sho-Caudal was for each shantha to decide What was once the catalyst of aggression was now the basis for refined expression and poetry The naull was now safe to expose and explore.

The term "Ellishondi" has now come to mean an ancient shantha, particularly one who was placed in a keeper rod in preparation for a day when their services would be called upon to benefit the race.

Overview of the Lamorri War

Much of the technology associated with shanthas came during a period of shanthic imprisonment at the hands of a lamorri ground-force stationed on Jorune more than 1500 years before humans arrived At the time, shanthas were aware of their own capacity for weaving orbs and bolts, but none-the-less they were not skilled at the practice of dyshas for any practical purpose Careless and defiling uses of Isho were to be avoided in shanthic society Rapid advances were soon to follow as the long lamorri occupation dragged into its third shanthic generation Not only were dyshas learned, but thosk cannons were developed, the elip-ston first used, and evids were created, including the Eelshon She'Evid

The lamorri were a star faring race. They brought other races with them to Jorune the cleash and scarmis (the builders of the starships), the ramian (sub-species of the lamorri), and the thriddle

When the lamorri colonized Jorune, they embarked on a massive effort to control the Isho of the planet When they learned that shanthas relied upon the Isho for sight, they created vast, underground crystalline structures that changed the Isho-geography in such a way that shanthas would be without their Tra-sense. This drove native Jorune life from such regions and created areas such as the Doben-al, which the shanthas call Mash macca, "the dark lands " In some areas, the structures were further enhanced to prevent warps from opening Ardoth is such a spot. The Thoos'ah in Sydra is an example of an above ground construction, long since made useless by geologic activity These complexes required great construction efforts and had to be delicately balanced with the local Isho flows to operate safely The first of these structures exploded in a hail of crystal shards before the lamorri had mastered with such subtilty Eventually they were built to be self-modifying Isho systems, capable of expending little energy to maintain stable operation They were intended to operate unsupervised, even during Isho-storms. Ardoth has seen times in which the mechanism has failed

The lamorri had taken on more than they had bargained for Shanthic assaults were taking out their forces with great speed Lamorri were a race that had never suffered such casualties, they soon pulled out and returned to their home world When the lamorri left Jorune, they didn't take the cleash or the others with them Happily abandoned and no longer enslaved, the thriddle happily occupied the Mountain Crown of Tan-Incid, which had been the lamorri s central command post It has always been a curiosity to other races that the thriddle live in a 5 meter height fortress that they could not themselves have crafted

JORUNE TIME LINE

EARLY JORUNE (BC)

2100 BC. Shanthas end the 1000 year war
1900 BC. Ca-Gobey begin the building of the great cities
1800 BC Elip Ston created as religious artifacts by the Ca-Shal
1700 BC Keeper rods created by the Ca-Du Sholari

1550 BC: The first Lamorri ship arrives
1525 BC. The rest of the lamorri armada reaches Jorune
1525 BC. Lamorri plan to subjugate the shanthas goes into effect
1520 BC: Isho geography program begun, Doben-al chosen as prime site
1515 BC: Process of creating SkyRealms is begun
1515 BC. SkyRealm enhancement program put into effect
1500 BC Doben-al program completed
1460 BC. Multiple SkyRealms ready for planetary export
1460 BC First signs of powerful shanthic rebellion
1450 BC. Two SkyRealms destroyed by device of unbelievable force (elip-ston)
1449 BC. Orbiting Lamorri starcraft destroyed over north eastern Doben-al
1448 BC. Large scale shanthic revolt
1448 BC. Release of the Eelshon She-evid into the Doben-al
1447 BC Thosk cannons created Cle-eshtas brought to new levels of sophistication
1446 BC: Lamorri leave Jorune abandoning cleash, scarmis, thriddle and ramian

The Mountain Crown of Tan-Iricid was constructed by lamorri long ago to be their headquarters on Jorune The thriddle have long since located the crystal structure beneath the island that blocked warps and deactivated it The thriddle still possess remnants of technology from the original cleash/lamorri star faring mission to Jorune The lamorri shielding and defenses are particularly powerful The cleash have been forever interested in getting their hands back on this technology, however, they fled to the Ice-Fields of Gilthaw after the war to avoid shanthic persecution and elimination In particular, the cleash want their beacon returned to them This device will alert cleash on their home world that they are still alive and awaiting rescue, even after all these years

SEVEN SECTS

There are seven sects of the shanthic religion, one for each of Jorune's seven moons Shal, Ebba, Du, Gobey, Desti, Launtra, Tra Each moon is associated with one of the seven basic forms of Isho found on Jorune The naull of a shantha (their Isho emanation), indicates to what sect of the shanthic religion they belong Each sect has characteristics that set it apart from the others To form the name of a shanthic sect, place the 'Ca (pronounced 'Kah') before the name of each moon An exception is made for the moon Ebba, the name of the sect for shanthas of this moon is Ci-Ebba (pronounced Kie-Ebba)

Great care is taken to ensure that the naulls of shanthic infants are conditioned to be the same as their parents A child would be given away to Ca-Tra shanthas, even if born to Ca-Gobey parents, if it has a naull that is aligned around Isho of the Tra This is an extremely rare occurrence for shanthas living in dee'ahl (small underground and private communities)

MOON IS CALLED	SECT IS CALLED	KNOWN AS	COLOR OF MOON/ISHO
Shal	Ca-Shal	Keeper of the Ancient Order	Blue/Blue
Ebba	Ci-Ebba	The Sender	Silver/Yellow
Du	Ca-Du	The Illuminator	Amber/Amber
Gobey	Ca-Gobey	The Protector	Black/Brown
Desti	Ca-Desti	The Red Harbinger	Red/Red
Launtra	Ca-Launtra	The Flow	Green/Green
Tra	Ca-Tra	The Warp Maker	Varied/White

SECT IS CALLED	KNOWN FOR	EXPLORED WHAT LANDS
Ca-Shal	Elip Ston. Crundorra.	Voligire, far east Lundere
Ci-Ebba	Sarceens, shanthic computers	The Shuul of Lundere
Ca-Du	Blades, animals, keeper rods	South Dobre, Crendor, Ros Crendor East Trinnu Jungle Lands
Ca-Gobey	Maplets,receptors,cities	Central Lundere, Drail
Ca-Desti	Thosks, early evids	Loh'Oden (region south of Dobre)
Ca-Launtra	Isho plants, limilates	Drail, Delsha, Thantler
Ca-Tra	Cle-eshtas. warps	Doben-al, Burdoth, Anasan

All of the shanthas had areas of dense habitation in the area that is now known as Lundere, but each of the seven sects took to other areas of Jorune as well The following is a list of regions that each of the sects had explored and eventually settled to some degree

Shal: Keeper Of The Ancient Order
MOON A medium sized blue moon, elegant and pristine
SHANTHIC CHARACTERISTICS: Elip Ston builders Grand Isho masters. Those who wait. The crundorra makers The higher evid makers. Those who take credit for creating the Eelshon She-evid, the "Warp Walker"
Note: Twelve shanthas created the Eelshon She-evid. Seven Ca-Shal, three Ca-Tra, and two Ci-Ebba They created a construct capable of great destruction to those who would tamper with Sho-Caudal. In the epic version of this legend, the twelve Eelshon Sholari hold open a warp into the Doben-al to the supposed warp-safe fortress of the Lamorri and are themselves destroyed as they release the Eelshon She-evid through the warp

Ebba. The Sender
MOON Void of atmosphere; its craters and silver colored surface are easily seen from the planet.
SHANTHIC CHARACTERISTICS. Sarceen masters, the builders of the shanthic minds Copra weavers. Copra sculptors. Much Shanthic mythology centers around this moon's detailed surface

Du. The Illuminator
MOON The large Du moon is covered with bright, slowly swirling, amber clouds
SHANTHIC CHARACTERISTICS: Masters of the shanthic blades The animal trainers. The masters of keeper rods.

Gobey: The Protector
MOON This black moon is barely visible, except for the glow of its slight reflection and the black patch in the sky it blocks out of the star field
SHANTHIC CHARACTERISTICS: Builders of the shanthic cities. Maplet makers, receptor builders.

Desti. The Red Harbinger
MOON This swirling red giant of a moon looms overhead A silent reminder of history's darker times
SHANTHIC CHARACTERISTICS: Violence, force. Thosk makers. The makers of low evids.

Launtra: The Flow
MOON Seen by many as a symbol of nature, this bright green moon throws off enough light at night to walk by
SHANTHIC CHARACTERISTICS: Sculptor of crystals for plants. The limilate makers The terrain sculptors (with plants)

Tra The Warp Maker
MOON The small white Tra moon is in a constant state of flux. Darker areas of Tra swirl about. There are those who believe that future events can be predicted through careful study of the formations on Tra
SHANTHIC CHARACTERISTICS The builders of the cle-eshtas. The warp casters. The piercing eyes Those who see deeply into Sho-Caudal.

CHAPTER 2

Shanthic Technology

MATERIALS COMMON IN SHANTHIC TECHNOLOGIES
Isho, stone, crystals, crystal dust, galti-ore, corondon plate, thailiers of the corondon

ISHO

Isho is the basic stuff with which shanthas see, weave orbs and bolts, and communicate with each other The following is an outline of Isho and its uses.

Isho, Pure and Simple

- Isho is invisible to normal ("eye") sight Humans cannot see Isho
- Shanthas and other native forms "see" by the way the Isho s eddies and currents deform around objects such as crea tures, rocks, trees, etc
- The amount of Isho in an object depends upon its density ie, the more dense, the less Isho
- Isho is everywhere on Jorune, but it exists in greater and lesser quantities depending upon geography Certain areas are said to be "Isho rich "
- While several forms of life are able to "latch" onto Isho, only a few are able to make use of it For shanthas it is quite natural, for many forms of Jorune life it is instinctual, and for muadra it is acquired with effort

Isho Ripples Signatures

- Isho ripples are constantly given off by any and all forms of life which interact with Isho These ripples are given off in all directions (like a firecracker's bang is hear in all directions, while the ripples in a pond travel only radially outward)
- Isho ripples are called "signatures " Signatures of different forms of life are readily distinguished by creatures with Isho perception Similar forms of life produce similar signa tures and can be differentiated from one another only with difficulty
- A creature's signature is tied intimately to strengths in the different color groups In identifying the signature of a woffen, for instance, it would be important to know that woffen are capable of learning the "power hold" dysha, thus, the race must have some propensity toward the Ebba group, which is yellow (Ebba orbs are yellow, the signatures given off don't really have a color, but have some property so as to make them seem different) Such a crea ture's signature would be "Ebba-like," and the naull orb, or copra, created by such a creature would be strongly yellow

Naulls and Orbs

- The brains and bodies of different races of creatures are better suited to deal with certain forms of Isho.
- Creatures which interact with Isho can fine tune their ability to perceive or weave with time
- Isho interacts with the energy given off in biological-chemical reactions

Lih-ahls. Dysha Groups

When Caji Gends was trained by Sho Copra-Tra more than a half-millennia ago, the learning was broken down into seven disciplines. Each group, Caji leaned, had its own complexities, its own challenges It was important to master them all if one wished to be competent with Isho At its highest level, the abil-ity to sculpt Isho was an art form, one which Caji Gends grew to quickly appreciate.

After building his pupil's Isho to a respectable level, Sho Co-pra-Tra, first taught Caji Gends to weave a naull, one that was woven tightly enough to remain for hours Once accomplished, Caji eagerly awaited moving on to new skills, to the learning of the seven lih-ahls, or dysha groups These are the same dysha groups found on the Jorune Character Sheets

EVIDS

Evids are shanthic constructs created from liquefied crystal dust They act with a minimum of intelligence, all of their ac-tions are directed from a crystal embedded deeply within them Evids were and are still created by shanthas to guard special areas and to drive intruders away. They are created by shanthas in the ellish'ebbi pools found deep in the crust of Jo-rune There the liquid crystal is woven with Isho and galti-ore and cooled into the right form. The inner-crystal at the core of an evid contains a stripped down and conditioned version of a shantha's naull that will control it The conditioning of such crystals for more complex evids can take months Operating with their crystal brains, evids closely resemble robots, howev-er their logic is of an analog nature They can respond to many situations

Evids cannot be killed in a traditional sense because they are not living creatures If they sustain too much damage, the ener-gy invested in them to maintain their form and function is re-leased as a blast of Isho (roll for injury within 4 meters against lightning-strike) Then their form collapses, leaving the black-ened hulk of their crystal brain

The consistency of new evids remains constant throughout their physical forms Older evids can develop lumps Evids cannot see with light, even if they have eyes Their forms are merely representational of mythological shapes in shanthic cul-ture Evids were never employed as simple robots in the shan-thic society They were the guards and the tools of instruction or Isho conditioning

Evids must rest occasionally to purify their Isho and recharge. They are most susceptible at this time. Larger evids must spend proportionately more time resting

There are seven basic forms of evids and there are many spe cial forms created for specialized purposes (like the Eelshon She'Evid) Each has tasks they are best suited for Evids have different Characteristics for game play, reflecting the quality of their crystal brains·

Evid Characteristics

Defense Size: Means the same as for other creatures

Collapse Cum/Wound maximum advantage penalties, minimum wound before collapse

Attack type: a form of attack employed by the evid (which injury table to use)

Attack Success roll against on D20

Attack Strength number to add to 2D6 injury roll

Defense Success roll against on D20

Isho Trigger: Specialized to each evid. It is a list of the specific color groups the evid searches for or avoids

Pursuit Trigger How eager is this type of evid to pursue

The Seven Basic Evids

Dark weach: These evids are modeled after weaches They are annoyances to intelligent creatures which can usually take them out at a distance Dark weaches were primarily intended to ward off animals from shanthic areas They have stingers that inflict Brain Blast and Stiff, both at -1 to injury A dark weach can sting 2x(3D6) times before needing to recharge

Ekid: The second of seven basic evids It looks like a floating orb with nodules located about its surface. Ekid can fire a variety of orbs and bolts. Determine randomly which orbs and bolts, and penalize the injury rolls by 3. An ekid can launch 3x (3D6) dyshas between recharging

Trasca: The third type of evid Trasca look like meter-long crystalline sticks. They normally hover in the air, occasionally spinning about their centers. They attack by striking intruders A power-orb blast may accompany the attack

Gotey: The fourth type of evid This evid looks like a spider whose body is a coiled black tongue The tongue can quickly uncoil to a 2+ meter distance, striking the intruder with great precision Treat attacks as knife. Gotey have long, pencil-thin legs that they use to move with They can also spit bolts of Des ti at +0 to injury, 2x(2D6) times a day

Salkid: The fifth type of evid Salkid are enormous, tentacled evids with a huge vertical slit for a mouth They can launch any variety of standard orbs and bolts 3x(4D6) times between recharging Treat these attacks at +1 to injury The tentacles all impact with staff damage plus lightning blast, both at +0 to injury As an evid, the mouth of the creature is not used for eating, only chewing apart intruders Treat damage from the mouth as Bite +3.

Odillid: The sixth type of evid This huge, floating, shanthic-looking mouth flies toward intruders at high speed, shooting orbs and bolts at +D6 to injury (roll 3D6 for injury when an odillid succeeds with an orb or bolt) The mouth is equally dangerous at a +4 to injury rolls Orbs and bolts can be launched 6x(3D6) times before recharging is needed

Lamorrid: The seventh and most powerful of the standard evids These evids look much like the Eelshon She'Evid, but are much smaller Lamorrid evids stand 4 meters tall, and travel by foot They inflict damage primarily with their hands, which inflict injury as Fist +6 They are also capable of launching orbs and bolts from their hands. They tend toward Ebba and Du dyshas, none from the Desti group

Bio-chemistry (limilates)

Limilates are a watered down version of a more exotic shanthic technology revolving around a native spore the shanthas called leesh ilahte. While limilates are simple drugs, shanthic extracts from leesh ilahte can alter the user's body-chemistry — sometimes permanently. Leesh'ilahte are classified as spores, though they are capable of wriggling about when exposed to Isho Shanthas used the various juices excreted from the surface of the leesh'ilahte to their advantage, mindful of their side-effects to follow Roll 2D6 rolls 2-9 reduce stamina by 1D6 at the end of the effect, rolls of 10 reduce stamina by 2D6 and one other characteristic by 1D6, 11 reduces stamina by 3D6 and two other characteristic by 1D6, and a roll of 12 reduces stamina by 4D6 and four other characteristic by 1D6

Leesh'ilahte are sometimes found growing in the wild near areas of crystal concentrations (often near natural warps), but are more commonly found in underground caverns Shanthic cities had large, excavated areas dedicated to their cultivation Several varieties of leesh'ilahte are found in the wild, while several dozen types were grown by shanthas over the millennia

Those leesh'ilahte listed below with a star need a 2D6 roll to indicate if their affect is positive or negative Use the following system. If the 2D6 roll is 2-4 then the leesh'ilahte decreases the ability, 5-12 and it increases it. Always roll a 2D6 to determine the duration of the effect A Roll of 2 indicates the effect lasts 3D6 minutes, 3-5 indicate hours 3D6 hours, 6-9 D6 days, 10 is 3D6 days, 11 is D100 days, and a 12 indicates a permanent change. Types of leesh'ilahte (limilates)

*Increase strength by D6

*Increase agility by D6

*Increase color by D6

Create Isho colorations over body

*Promote dysha learning cut time approximately in half

*Rapid healing triple healing rates

Zero s color

Zero Isho for (2D6 hours)

Memory: doubles rate of learning

*Heighten Tra sense

*Hold more Isho

Great anger & Isho Isho x 4

Kern continuously every hour or so

*Cosmetic: tightens loose skin, promotes hair growth

Poison

Grow fur over body

Encase in tough leathery skin

*Go longer without eating No hunger sensation, slowed metabolism

*Attracts beagre. Any in the area will seek you out. When they reach you you're on your own

*Attracts corondon Any in the area will seek you out. When they reach you you're on your own

*Attracts slutch Any in the area will seek you out When they reach you you re on your own

*Attracts crill Any in the area will seek you out. When they reach you you re on your own

Cure for native poison from ah'iln berries

Hallucination

Curb fears

SHANTHIC CRYSTALS

Sculpted crystals can perform complex functions that ordinary crystals cannot They require a lot of hand-working to perform their desired effect There are many forms of sculpted crystals. Here are descriptions of a few of them

Inner Naull Crystal A sculpted crystal that contains the naull of a creature, probably a shantha. This is the most basic form of sculpted crystal Those with a high color rating can probe the crystal with Isho to obtain answers to simple Isho questions (like did the creature know power orb) Creatures with a very high color points can probe more deeply, determine facts like the creature's basic emotional structure, various Isho experiences, injuries suffered during the creature's lifetime, and special Isho patterns used in cle-eshtas, and controlling other shanthic devices

Orb Crystal A crystal that always creates one kind of orb or bolt. This crystal can be recharged

Mappor This sculpted crystal is activated by the user launching an orb or bolt from the palm that the crystal is held in The mappor crystal changes the weave so that the departing crystal is different This is an effective way to confuse Isho-smart enemies as to the next dysha on the way For example, a power orb could be woven, and a lightning strike sent

Crystal of Exit: Three crystals when placed in the palms of both hands, and one around the neck, allows orbs and bolts can be directed from any point on the body Shanthas wear these crystal sets as jewelry, but they have an effective use

Drape crystal Levitates the wearer when appropriate Ebba Isho is released into the drape. Humans can use learn to do this. Although a drape can be added to it, this is really a belt of sculpted crystals

Crystals of Repetition there are three basic types.

This crystal drives an emotion of feeling when Isho is bled into it It is believed that shanthas used this crystal for dramatic performances or to prepare for combat (hatred, anger and courage feelings)

Crystals that trains the body to kern at a certain time each day This is really bad news if used by adult muadra It is very powerful and will cause kerning to take place at a certain time of day The effect lasts for 2D6 weeks for every us age of the crystal. It was intended for use with shanthic infants until the age of two, when they become able to safely manipulate Isho

Crystal that creates a dull listlessness It was used as a cure for shanthas with various Isho related illnesses Its purpose was to increase a creature's Isho Points by sending out certain Isho waves that calm the nervous system and allow a strong resonance with local Isho to build It is very draining, but creatures that use such a crystal can expect to increase their maximum Isho by 2D6 points a day The only danger to expect is that for every day of use there is chance that a plateau is reached (roll 3D6+3 higher than or equal to Color to check this for each day of use) If this occurs, the creature will lose D6 Stamina points for each day of continued use Players will not be aware of the failure, they will only notice their increased drowsiness and perpetual state of lethargy They will not be able to proceed any further with this type of crystal again once this threshold is met

MAPLETS & MAPLET RECEPTORS

Maplets were used by shanthas to guide them home to their dee'ahl (underground homes) Maplets are triangular, with two sides longer than the third. They are arched Maplets are placed into maplet receptors, which typically open a warp to the shantha's home. The receptors are commonly located in caves or underground areas with easy access from the surface. Seven maplets fit into a maplet receptor. Shanthic carvings on the maplet contain complex instructions that inform the user which of the seven receptor bays the maplet is to be placed in When all seven maplets are in place, the top of the maplet receptor forms a complete circle that fits like a cap over a head Often, a special function is activated when all seven maplets are in place, typically a warp opens to the burial chamber of the dwelling.

Maplet receptors are of similar construction as a cle-eshta (depicted in every illustration of shanthas). Their tops are com plete half-spheres with impressions that indicate where the seven grooves are that hold

Placing a maplet in the wrong place on a maplet receptor has a chance of triggering one of the following unfortunate side-effects.

Pain
Temporary blindness
Extreme Isho sensitivity with the sho-sen (Isho winds)
Loss of Isho (for 2D6 days)
Reduction in balance in combat (-5 to ADV) for 2D6 days
Lightning Blast
Suspension orb (lifts person until destroyed)

SCREEPER

A screeper is a shanthic device that reads shanthic text aloud This is important for humans wishing to activate shanthic devices normally turned on by shanthic voices It is the Isho voice sung by the screeper that actually activates devices. The sound heard by bystanders does not activate anything

AMULETS

Amulets were created by shanthas to provide protection against certain Jorune beasts. The list includes each of the types of evids, tarro, thombo, talmaron, corondon, duradon, weach, beagre, slutch, dreglamon, and harns. Amulets send off an Isho signature that is effective in warding off one of the aforementioned creatures, unless taunted or attacked They do not provide blanket protection for others in the area Only the creature wearing the amulet will be avoided Companions are not safe without their own amulets

CRUNDORRA

Crundorra are hand held devices that look like goblets, but their bases have groves to fit a shanthic hand The top of a crundorra is recessed, and contains shanthic writing. The crundorra is activated by reading the engravings with the appropriate Isho inflections. Humans can use crundorras only if they have a screeper

Crundorras are very powerful devices The various types were created to protect their race and to aid in the development of shanthic homes (dee'ahl) In general, crundorras can be used once a week in Isho rich regions, less often in depleted areas They require so much Isho during their recharge period that care should be exercised Sleeping near a crundorra will prevent a creature's own Isho from recharging

Activation of a crundorra takes about 10 seconds. During this time the device must be held still as it begins to make use of its

well of Isho There are many types of crundorra, but a partial list includes

Warp Creates a permanent warp to a partner location This warp will remain open until geographic forces disturb it or it is kerned closed

Isho. Draws massive Isho to the user (20x4D6 points) This Isho must be used or kerned within 5 minutes

Evid summoning: Summons whatever evids are in the area. Once they come, the crundorra offers no special control over them

Stone crumbling: Crumbles up to 20 tons of stone in about one minute Very effective for destroying a patch of a city's walls.

Thunder: Creates extraordinarily loud thunder from crackling in the Isho. This crundorra can be used twice a day

Chamber digging: This crundorra crumbles to dust any crystal, stone or dirt below it for easy excavation to underground chambers It can bore a meter wide hole down 8 yards in a half an hour

Isho Column Because the crystal flows change with time, underground chambers may lose stability and be crushed This crundorra offers a temporary support that will keep a region stable from changing crystal flows for up to 6 months

WARPS

Warps are commonplace on Jorune A warp looks like a window about four meters high and two and a half meters across The view through a warp gives a somewhat distorted view of the location that the warp leads to Players can see where the warp leads unless it is a 'dark warp' The properties of a dark warp differ in that nothing can be previewed though them, and they exert a powerful attraction to all nearby matter The strength of the pull drops off quickly with distance from the warp. One step too close and your player will be kissing soil on some distant stretch of Jorune

Warps can occur spontaneously, but are a rarity Generally, a Jorune crystal or other object containing "Isho" is needed to open the dimensional manifold. Crystals are activated by holding them in the palm of the hand and concentrating on thoughts that force the mind to produce the correct type of standing waves that the crystal needs to release its energy If successful, an orb of white energy will be released from the palms of the crystal user, and flow 2-3 meters away, where it will form into a warp.

The period of time that a warp remains open depends on the energy source, its natural stability, and interference from other parties On Jorune, the natives have become very good at slamming warps shut within seconds if they don t like who's coming through The shanthas can also create warps with ease

If undisturbed, a warp opened with a Jorune crystal will close within 20 seconds. Naturally occurring warps, those spontaneous in nature, usually last no more than one hour, but will reopen again at a later date. Shanthas understand this process and can control it, especially through the use of a cle-eshta

SARCEENS

Sarceens are shanthic devices shaped like donuts with a small wedge missing They are information storage devices that can impart their knowledge to creatures of all races Just a small trickle of Isho and a successful 3D6 roll against color activates the sarceen Sarceens can be used any number of times by any number of people. After dozens of usages, the quality of the information may deteriorate. Shanthas placed many types of information in sarceens. The following list indicates the diversity. The only sarceen that needs explanation is the Sarceen of Wishful Thinking A player using such a sarceen should be told by the sholari whatever the player will believe — not what the player necessarily wants to hear, but what he or she is likely to believe. This sarceen itself contains no information, but just mirrors some aspect of the person s own desires

Wishful thinking
Music
A Language
A Dysha
How to increase Isho
Travel to location
History
Literature
About an object
Item activation Crundorra, Thosk
Warps (careful, they may have drifted since original)
City Sarceen (tour guide)
Combat sarceen
Hatred
Madness
Building (how to build some object or device)
Manners, social commentary
News
Religion

CLE-ESHTA

Cle-eshta are small, pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Tra-sense. With cle-eshtas, skilled shanthas can pick up information about the Isho weather from all over their planet It is with cle-eshtas that shanthas are able to detect energy use Ripples in the Isho can be pinpointed This is how shanthas were able to seek out humans who used Earth technology after the destruction of the colony Cle-eshtas also act as Isho magnifiers Highly skilled shanthas have great sources of power at their disposal

Shanthas are capable of employing "warps" for transportation Every location on Jorune has a partner-location to which it is physically connected only when energy is applied The energy needed to create such warps is commonly found in white crystals. Cle-eshtas are the easiest way for shanthas to determine to where a warp will lead without traveling through

Warps appear as rectangular doorways to the partner-location, but can be viewed from any angle. Two people, standing slightly apart, would get a slightly different view looking through a warp Thus it is possible to see a completely dimensional version of the other side of a warp just by walking around it The pattern of the connections of planetary points is not random But its mathematics are extremely complex Whole regions "map" from one area to another Although shanthas cannot easily alter a warp destination, they can use their cle-eshtas to discover to where a given connection will be. This is the most powerful ability of the shanthas, and was employed in the destruction of the Earth colony 3500 years ago. The colony s shields offered no protection against blasts which exploded from within the ships

ELIP-STON

The elip-ston are powerful Isho-storage areas built by the shanthas planet-wide as a defense system. The first elip-ston were created before the lamorri invasion (1500 years before humans arrived on Jorune), but at that time they were structures that inspired awe for their rhythmic pulsing of Isho — their de-

structive force had not yet been realized

When their potential was realized, the elip-ston were used as the huge, underground resonating Isho cavities that they were. They take a minimum of 20 years to charge (averaging 50 years for passive Isho flows) They were eventually employed to blast Iamorri starcraft out of orbit during the shanthic/Iamorri war Though they take years to charge, they can send a powerful Isho pulse into the upper atmosphere and even nearby Jorune orbits They are fed by Isho-trickles timed to moon orbits An elip-ston might be started on a particular moon alignment, and might grow to full charge 38 years later, when that alignment is repeated for the 20th time

When Ellishondi are released in present day Jorune, their main concern is that the planet's defense system against Iamorri is never inoperative. Although not used initially against humans when they came to Jorune, the elip-ston were eventually used to destroy orbital platforms and outposts around the planet During leesh-ebeeca, the "dying time" of the shanthas after the human/shanthic war, there was no one to tend to the elip-ston. Those that had been used were not set to recharge (a task that ordinarily required a squad of shanthas) Those that weren't used reached their saturation limit and either exploded or dissipated their energy An Ellishondi, Sho-coo'an Shal, who was accidentally released by a Tan-Iricid thriddle, was quick to grasp the shantha s dilemma The planet was without charged elip-ston Shanthic legends predicted a day when the Iamorri would return and they remain ever vigilant

Sho-coo'an Shal revived other Ellishondi and began the process of powering up the elip-ston Numerous problems were encountered For one, the Ellishondi were trained to operate independently It was sacrilegious for an Ellishondi to awaken another of his kind. Only the shanthic priests were to raise them during time of need Also, many of the Ellishondi fell ill and died within days of their exit from keeper rods. They fell victim to a mutated strain of the same ailment that killed most shanthas during leesh-ebeeca

THOSK

Thosk are high-power tracer-cannons used by the shanthas in extreme situations They are quite heavy and burdensome, requiring several shanthas to move. Their power can be measured by the awesome destruction they unleashed upon the tempered metal of the Earth Colony's starcraft

CHAPTER 3

Shanthic Culture

WARFARE

Shanthas have a bloody history with the humans that might unfairly characterize them as savage. They are, however, peaceful in an undisturbed setting, and on the whole have shown great unreciprocated kindness to visitors

This stereotypical image is not without its merits. Shanthas at war are particularly brutal in their tactics, showing great rage, but little in the way of real hatred They are not known for acts of torture or cruelty in warfare. Victims are quickly dispatched, or placed in keeper rods for permanent exile.

Shanthic weapons include shanthic blades, dyshas, crystals, boc-rods, crundorra, thosks, and use of evids Shanthas are also adept at their own form of martial art called "Ebitra," in which their arms and legs combine with their Isho to become deadly implements This is the shantha's preferred method of disabling an opponent because unweaving oncoming orbs or bolts is not possible in melee situations

SHANTHIC COMMUNITIES

It is important to shanthas to raise their children through their second year in an environment where the Isho can be carefully controlled Isho patterning occurs during this period, determining which of the seven basic Isho patterns a child will fall under Consequently, shanthic families seek out remote locations to build their underground homes Complete isolation is not necessary, but distance of a few hundred feet is desirable Shanthic cities came into being only after methods were found to stabilize Isho even in the proximity of thousands of shanthas. Raising a child with Isho patterns of the Ca-Desti would be a disgrace to a family of Ca-Tra shanthas

Shanthas live together in extended families (including chil dren) of approximately 20 members Such a community is called an "eesh " Their homes are underground, in cavities of crystal and stone called dee ahl Shanthas looking for such locations may travel great distances in search of a breach or cavity in the crystal below the surface Creating living quarters in such a chamber means minor excavation and an immediately habitable environment, once it can be reached It is the repul sion of various crystal layers that cause breaches such as this to exist Shanthas will find ways to warp to deep chambers, while those near the surface can be reached through digging, or through the use of a crundorra

It is the goal of an extended family (eesh) to build a dee'ahl (underground domicile) Shanthas that live in cities support a hierarchy that makes it possible for others to build their eesh Shanthic cities came into existence as huge cooperatives established for the purpose of allowing specialization of individuals to increase total productivity of the society, and hence, more dee'ahl

A dee'ahl is a controlled Isho environment, it is a place for the dead to be buried, shanthas desire a place for burial (not in the human sense, but the Isholess body is dispensed with in ceremony), a place where the Isho of the departed can be formed into a "ghost," and a place for solitude, privacy, and prayer Shanthas do everything from working on warp mappings to raising their children inside a dee'ahl

HOME REALM: LUNDERE

WEATHER. The weather in Lundere ventures between extremes of temperature and humidity on the eastern isthmus, the "Shuul," but is less drastic in the realm's inner areas to the west. Heavy rainfall is common throughout the realm. The winter season of Crith brings snow to a few of the highest mountain peaks, and perpetual rainfall broken only by intermittent storms Yobrch Bav is the realm s only stable climate zone

GEOGRAPHY Lundere's geography varies from the hot forests of the inland areas, called the "Shuul, to the rugged mountains of the eastern isthmus, called "Thellits." The south ern-most areas are desert like, the ground cracked and brittle

SHANTHIC CITIES· Sho'lashta is the location of the largest shanthic cities in Lundere It has long since been abandoned It is located in the center of the East-West arm of Lundere.

SHANTHIC LANGUAGE

SOUNDS IN THE SHANTHIC LANGUAGE

Use parts of the moon's names. Sha, ebb, Du, go, bey, dest, ti, laun, Tra
sho is very common
cal, gal
sen, gen, len. Sholen
tha is a common ending
esh, ash, osh
ari Galari, Tragari
iln Glaniln, aniln
lih lih'ahl
ahl

LIST OF SHANTHIC WORDS

ah'iln berries. poison to shanthas and most varieties of shanthic life.

ca. An element of shanthicness

cal'alnin: The time of shanthic child-rearing

Cali-Shafra: "Battle grounds of the ancients. A region in the Gauss Valley disturbed bv humans just prior to the destruction at the hands of the shanthas.

cashiln Walking. The cashiln of humans was considered slow and ungraceful by the shanthas.

cle-eshta. A shanthic device found in all shanthic temples. It is multi-purposed, capable of viewing the Isho at great range,

peering through warps, following the curvature of warp mappings, concentrating Isho, purifying Isho, transmitting Isho resonances

Cole-Tish'lie War of the Tribes An ancient war among shanthas

copra: One's Isho self, or soul A copra is a master of dyshas

corondon: Enormous beasts that wander the plains and forests of Jorune A corondon has four arms, three fingers per, each of which sport a long sharp nail shanthas call "thaiiers." Tiny orbs of flesh dangle from the corondon's head and are used to launch lightning blast. A large corondon is called a Dhar Corondon.

crundorra. Shanthic devices of extraordinary power They are held in the hand of their users and activated by voice or by the use of a screeper

dark weach· The lowest form of weach Its beating wings allow it to hover near its prey and stab its proboscis at the victim s neck. Weaches are creatures

dee'ahl. shanthic home (other version. lacoya)

desharı: Fruit of a small bush eaten by shanthas

Desti The red moon

Dhar: "Big," "large," "powerful "

Du. The orange moon

Dysha Orbs or bolts woven out of Isho are called dyshas

Ebba: The yellow moon

Ebitra· A shanthic martial art

Eelshon She'Evid: The Warp-Walker An enormous evid supposedly created by the Eelshon shanthas 1500 years before the era of humans to defeat the lamorn intruders

Eesh: A shanthic family About 20 shanthas, including children

ekid. The second of seven basic evids It looks like a floating orb with nodules located about its surface. Ekid can fire a variety of orbs and bolts

Elıp-ston: Massive underground Isho storage chambers.

Ellishondi: "Ancient shantha," literally An Ellıshondı is a shantha placed in a keeper rod with the intention of being released when someday needed Ellıshondı are very powerful and resourceful Each was trained with a specific mission they were to accomplish

evid: Shanthic constructs. Sort of Isho robots made from liquefied crystal dust

Galsh-aca: Ancient Burial Grounds of the shanthas (located in the Essanja Plains in Burdoth)

Galtı-ore. a mineral found in Jorune s crust that brings out special properties in crystals.

Gobey: The black moon

gotey: The fourth type of evid

ıln. motion, as in cashiln (walking)

Isho: The ambient energy that permeates everything on Jorune. The source of the Isho is the crystals that make up the planet s interior

Keeper rod. A shanthic staff carved from special sculpted crystal that can hold a creature in orb form

Kolovısondra. The name of shanthic SkyRealm

la: Place

Lamornd. The seventh and most powerful of the standard evids

Launtra. The green moon

Leesh Ebeeca· The dying time The period during the Human-Shanthic war when shanthas died in vast numbers from the bio-tec virus placed in the atmosphere by Earth scientists

leesh'ilahte The shanthic word for limilate

lih. orb woven of Isho

Lih-ahls: dysha groups

lısasha A root popular with shanthas.

loya. Preserved

Ma Ashalta-ca: "The Heart of the Darkness " A part of Ardoth known to locals as Lower Manser Shanthas Tra-vision is inoperative here, and the Isho emanating from the region makes shanthas nauseous

ma'ıln. A very colorful spore

Mash-macca. The darkened lands (the Doben-al after the lamorn drained it of Isho)

Naull: The Isho reflection of a creature is called its 'naull It is the simplest orb that can be woven. It is a simple reflection of the brain's interaction with Isho A creature that weaves a naull orb is displaying its feelings, its emotions, even some discrete information

Odillid. The sixth type of evid

ren· A moss that grows on cavern walls and is eaten by shanthas

salkid· The fifth type of evid

scash· Tiny cave salamanders eaten by Ca-Desti shanthas

screeper· Device used to read aloud shanthic script written with Isho pigments Used by shanthas in religious ceremonies Employed by humans for shanthic devices that activate by Isho

sha Who we are (shanthas)

Shal. The blue moon

shantha The original Jorune natives

shanthic blades· A sword crafted from the thaihers of a corondon

Sho-Caudal: Vast Fluid Body What the shanthas call Jorune.

sho-sen: the Isho wind

sho· "Alone."

Sho-coo'an Shal. The Ellıshondı shantha that has attempted to revive Jorune's elıp-ston planetary defense system

shoları. a shanthic teacher, a temple leader

shyee· Death, or literally translated "the Isholess state "

Tashkah· a shanthic temple located

thaiıer: The nails of the corondon are called thaiıers Shanthas have known for millennia how to craft these sharp protrusions into shanthic blades

thaiıerian armor: Armor made from the careful curing of the breast plate of a corondon

thosk. An Isho cannon crafted by shanthas

tlesk: Metal, as in the metal plating that covered the exterior of the Earth colony's starcraft that settled on Jorune.

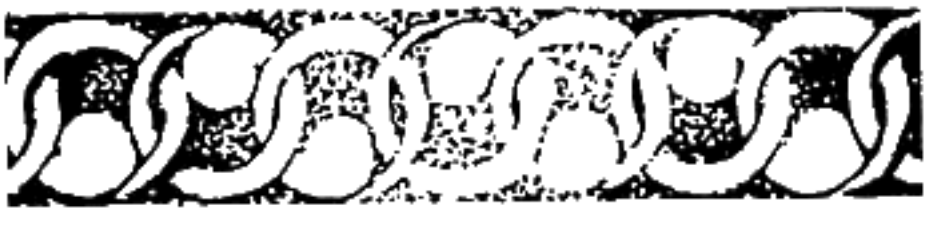
Tra. The white moon

trasca: The third type of evid

trolight: Red and black orbs that surround shanthic homes.

tylight Green and blue orbs that surround shanthic homes

weach. Native creatures the shanthas modeled into their dark weach evid



GENERAL JORUNE GLOSSARY

Ardoth: Capital city of the realm of Burdoth. Human's greatest stronghold on Jorune.

blaster: A high-speed plasma ejecting energy weapon

Bronth: A race of creatures based upon Earth bears that speak, stand upright and have opposable thumbs They reside mainly in the realm of Dobre.

Burdoth. The main human realm of Jorune Many of the Earth Colony ships were based in the lands now referred to as Burdoth

challisk: A metal plate worn around the necks of people seeking citizenship in the realm of Burdoth. Challisks are made from the remains of hull plates from the original Earth colony ships that were blown apart during the shanthic assault on the humans.

Cleash: A race of warring insect-like creatures that live far to the north in the Ice Fields of Gilthaw and in the East Trinnu Jungle Lands

corondans: Enormous beasts that inspire terror among all races but Jorune's natives, the shanthas Corondons have four arms each boasting three razor sharp nails more lethal than swords The shanthas have mastered the process of crafting blades from these "thailiers" of the dhar corondon

Crugar· A race of bio-engineered creatures based upon Earth s cougars Created by Iscin, the Crugar eventually caused his death

crystal. Jorune crystals absorb some of the planet's ambient energy, the "Isho," over time. White crystals are capable of creating warps

daij. A marine enervore (energy eating creature) of Jorune that is valued for its use in endowing 'Tra-Sense' upon those who eat its meat. Daij are a very dangerous prey because they attempt to sink all of the ships but the Isholess (and thus invisible) Ramian.

dark warp: A warp through which no light can pass through to give a clue as to what lies on the other side. Dark warps exert a strong attractive pull on nearby objects.

Dharsage: The ruling class in Burdoth The ruler of a realm is a dharsage (pronounced dar-sidge)

Dobre: A realm to the east of Burdoth inhabited by Bronth

Durlig: A plant created by Iscin, the Bio-Tec engineer Although its flavor was far from perfect at the time of the colony's destruction, durlig was created as a mainstay of the human diet on Jorune It went uncultivated for centuries because early humans on Jorune considered it a foul-tasting, poisonous weed

Drenn: Citizens of Burdoth Only Drenn can carry energy weapons

Drenn System: The system in which Tauther (people wishing Drennship) seek work and journeys to prove themselves worthy of citizenship Tauther wear challisks hanging from their necks upon which marks of approval are recorded

dyshas: Energy abilities are called "dyshas " They fall into two main categories orbs and bolts Dyshas are woven out of Isho, Jorune's ambient energy given off by the planet's crystal crust

Earth-Tec· Any device or item from ancient Earth Thirty-five centuries have passed since the colony arrived on Jorune, but Earth-Tec preserved in underground cryogenic support tanks are fully operational when taken out of suspension

gemlinks: The basic unit of currency in Burdoth Gemlinks are, as their name implies, small, round gems that are linked together like bracelets One gemlink is worth approximately $20 in U.S. currency, circa 1980's

Heridoth. Another human realm located south-east of Burdoth

Ice Fields of Gilthaw: Frozen ice fields that are the inhospitable home to the even more inhospitable cleash.

Iscin· The Bio-Tec scientist who created the Woffen, Bronth, Crugar, Blount, and Tologra. A person of learned ability is called an "iscin " Scientists and scholars fall into this category

Isho: The ambient form of energy which permeates and deforms around everything on Jorune. This energy can be woven into orbs and bolts. (see: dyshas)

Jorune: A planet colonized by Earth in the 22nd century After Earth's demise the Jorune colony was abandoned to an uncertain future on the alien world Jorune is more than one hundred light-years from Earth

K'crikss ships· Tall masted-ships of the Cleash.

Lundere. The Ancient Shanthic Lands and home of the Woffen

Ramian: Tall slender, exo-skeletal creatures who inhabit the realm of Voligire.

Scarmis: Intelligent insect-like creatures dominated by the Cleash

Shanthas Shanthas are the original form of intelligent life on Jorune. They have no eyes, seeing instead with their Tra-Sense which allows them to interpret how the Isho deforms around matter Shanthas evolved underground, where their large cities still remain

shirm-eh A limilate (herb) which is necessary for ramian to heal

Sillipus. An island south of Dobre and Burdoth

starcraft: Space faring vessels where known as "starcraft" at the time of Earth s demise

Tauther: One who seeks citizenship in Burdoth is a tauther The process of seeking citizenship is called "tothis."

Thantier· A realm of humans located far to the west of Burdoth

thombo: Enormous beasts of burden used for riding and the harvest of durlig

thosk: A low-power ground-based tracer-cannon used to track space vessels in their approach and orbit of Jorune. Thosk are also used against ground targets

Tothis: The process of seeking citizenship in Burdoth

Tra-Sense. The way Shanthas "see Through Tra-Sense, shanthas can sense Isho all around them as it flows around objects and creatures

Voligire: The home realm and base of power for the Ramian race

warp. Large window-like areas that temporarily allow passage between one place and another Although common on Jorune, they seldom exist elsewhere

white crystal The type of Jorune crystal needed to open a warp

Woffen: A Bio-Tec race based upon wolves of Earth created by Iscin Woffen inhabit the realm of Lundere, the Ancient Shanthic Lands

Alferd the Woffen Iscin talks about Shanthas on Jorune

(Most days we just sat in class while Alferd lectured Occasionally, though, we'd get pretty good story out of him.)

"Now, about shanthas -- excuse me while I glance at my notes - yes

"Shanthas are largely subterranean That is, they spend more time below ground than above ground Of course, shanthas could never live without contact with the surface, as almost all their farming requires sunlight and open-air cultivation But for most of their racial history, shanthas have contended with the dreaded Dhar-corondan whenever they stayed above ground. In most regions of Jorune it was impossible for shanthas to construct any permanent dwelling except where protected by caverns or other strong geologic formations where the Dhar-corondon could not pass Even in groups, or with the use of weapons, shanthas were no match for corondon Fortunately, crystal formations on Jorune make huge caverns relatively commonplace compared to their counterparts on Earth. The same forces that lift huge mountains and tracts of land are also responsible for the frequent formation of large networks of caverns As a SkyRealm begins to lift, pockets of air form underneath, creating and ever-expanding network of caves These caves grow slowly, over hundreds of thousands of years before the SkyRealm breaks off The shanthas use these enormous caverns as domiciles or even cities, guarding the en trance ways to keep out the corondon Proof of this shanthic habitation can be found on the undersides of modern SkyRealms, where occasional shanthic ruins or fragments of shanthic buildings can be found

"Large caverns on Jorune are usually quite active geologically, and are conduits for flows of Isho energy of a geologic scale The shanthas learned their mastery of Isho primarily to insure stable home Permanent Shanthic structures in the caverns are designed with Isho as well as stone. Otherwise they would be swept away by the slow movement of Isho and rock in the course of a few generations Underground shanthic buildings must be well placed and use powerful crystals in their foundations in order the form a stable zone of Isho where they can stand for a few hundred years The flow cannot be diverted forever, though, and shanthic architects are well aware that the SkyRealms must eventually break away Indeed, in shanthic legend there is a tragic story of a city that overstayed its welcome underneath a forming SkyRealm Clever building prevented the SkyRealm from breaking away for thousands of years, until one day, up it went, taking the top half of the city with it

"Regardless of the veracity of this legend, shanthas have a very special respect for SkyRealms As if they were a piece of Jorune that had run its course -- lived long and well and then ascended to the heavens Actually it is thought that most SkyRealm that have formed on Jorune have eventually drifted far off shore and fallen into the sea Modern shanthas may have records, but will only speak of SkyRealms with a special reverence that makes it hard for an Iscin to inquire as to details

'Well, ahem -- yes, you had a question? About the time I met a shantha? Certainly

"As you all know, in my childhood in Lundere, I lived in the ancient shanthic lands Occasionally, when my mentor would allow, I explored in the shanthic ruins near a mountain-locked SkyRealm a couple of days walk from home I was allowed to spend time there alone on the precondition that I not enter any enclosed areas in the ruins Shanthas had not been seen at the ruins in living memory

"One day I was digging in the ruins near the corner of a dilapidated building and managed to unseat a discharged crystalline cornerstone. My copra-sense has never been strong for a woffen, but after a while I determined that the stone was still resonating slightly in the Gobey band I studied the surface for imperfections, suspecting that the old cornerstone concealed more than my copra could detect

"Hours of study and experimentation yielded nothing more The stone was far too heavy to carry back home, and I was impatient. I tried to think of ways I could leverage my inadequate copra-sense and glean the secrets from this spent crystal. Now, I know this will sound like a cavalier attitude towards ancient artifacts, but you must understand that these things abound in Lundere. I determined to drop the crystal from the highest cliff I could reach in a hour's walk, and study the effect of the impact

"Of course this was a terrible idea When the crystal hit bottom, it split with an explosion of Gobey that I suspect resonated like the "shield shatter" dysha In any case, even from a couple of hundred feet away, it knocked me out cold for what several hours

"When I awoke there were shanthas all around There must have been over a dozen of them standing at the top of the cliff studying my collapsed form -- as if they had never seen a woffen

'Later it became clear that they had not, in fact ever seen a woffen --

or a human, or bronth -- they were completely unfamiliar with any of the Iscin races They pulsated me with unnervingly strong waves of Isho, apparently trying to counteract some of the damage the Gobey blast had done my copra I stared at their domed heads for uncomprehending hours.

"As I recovered we tried all sorts of methods to communicate I didn't know a word of shanthic, and of course they had never ever heard Thowtis Eventually we started exchanging phrases in an obscure dialect of Triddis (the Thriddle language), which they understood almost as poorly as I did

"I tried to explain to them that they should come to our settlement and talk to my mentor They had a different set of priorities, they seemed interested in my knowledge of other shanthic settlements They drew diagrams and asked me about the nearby geography One or two of them were constantly studying the visible moons They tried to explain where they were from and why they were here, but there seemed to be no words we could both understand, and most of the shanthas were desperately hurried

"In the morning they opened up three warps and departed in small parties They left me a tablet and screeper with instructions to give it to the first shanthas I could find after I returned home. Trying to find a shantha to interpret the tablet is how I got started on my first serious studies of shanthic culture

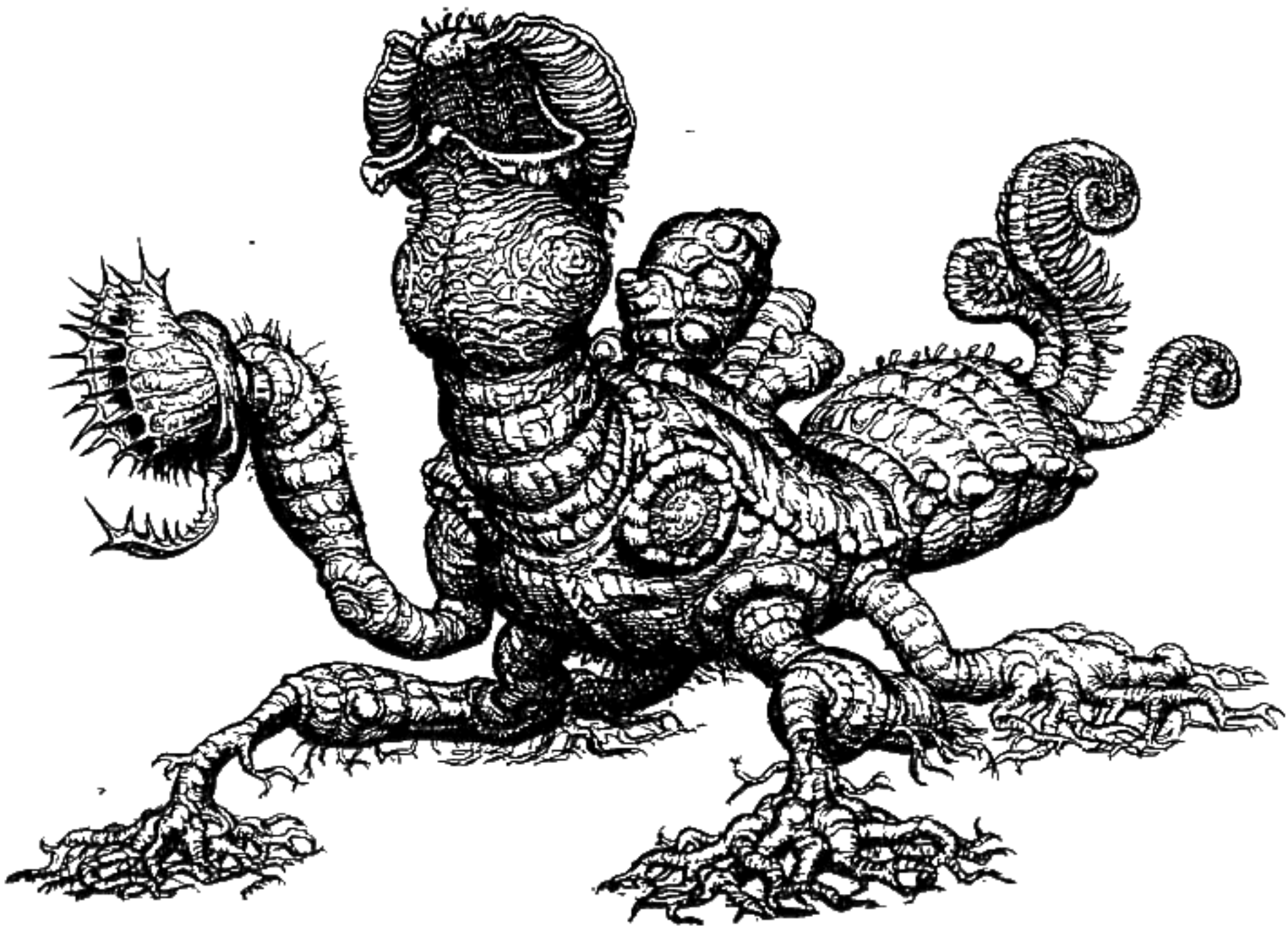
'We seem to have run short on time -- I'll tell you how I used the screeper if we have time tomorrow In the meantime, you might want to read up on 'Ellishondi' tonight "

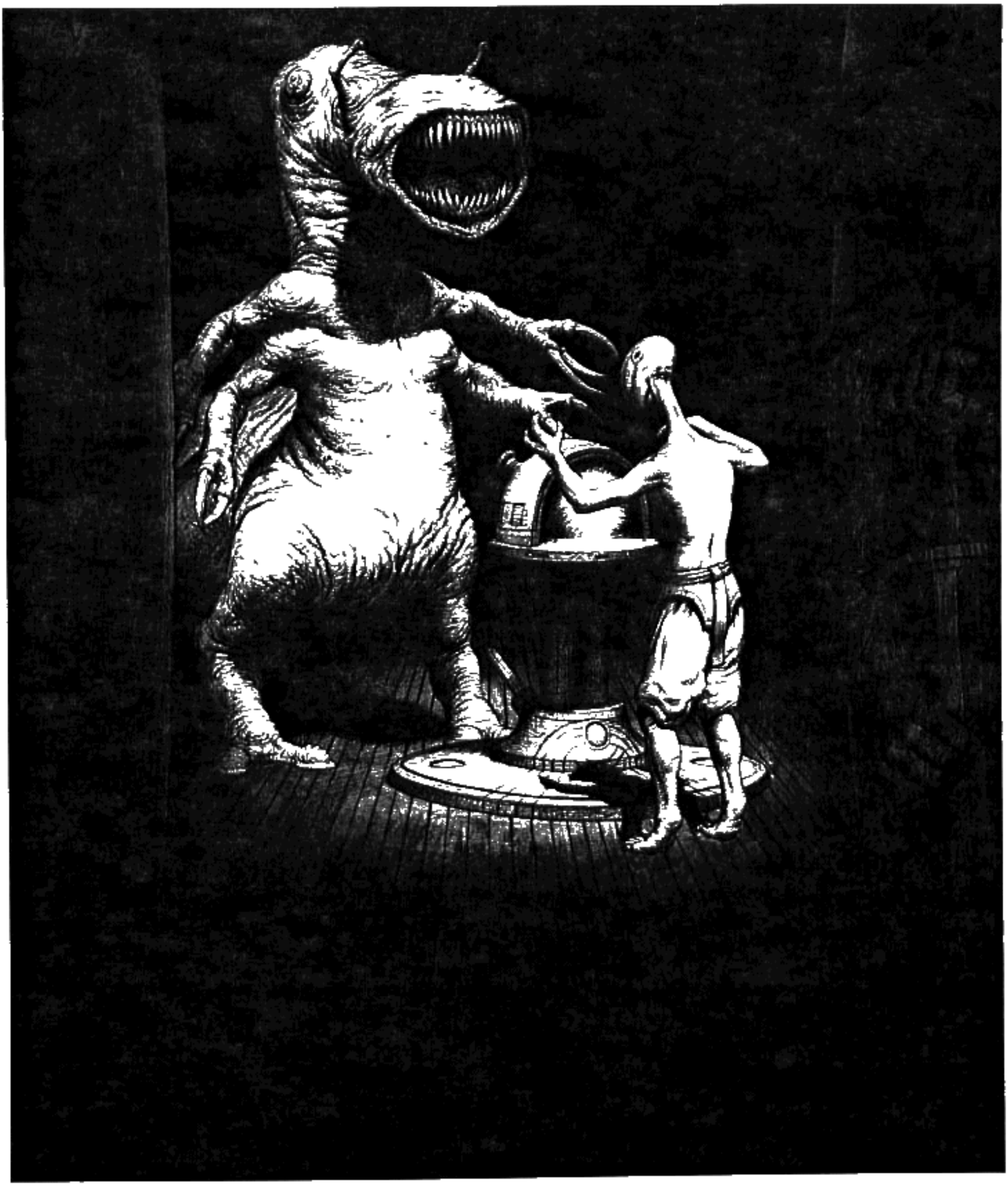
Trinnu Beagre-Trap

Thus monstrosity is a large, ambulatory, meat eating plant It has been spotted by a few trappers in the east Trinnu jungles. The largest specimens are reported to be over 20 feet long During the rainy seasons, these plants take root and gather water and nutrients from the soil Green cilia sprout from all its body parts and wriggle in bright sunlight.

During the dry summer season the cilia dry up and blow like spores in the wind Unable to gather sufficient water from the dry soil, the creature uproots its legs and roves through the jungle in search of water and animal protein There are no reported cases of attacks on humans, but these creatures have been seen running down packs of beagre, scooping up the small animals and stuffing them into its maw Thus it's nick-name, the "Trinnu Beagre-Trap "

The creature is actually a transplant from the cleash home-world, accidentally transported to Jorune by lamori star-ships. It is fortunate that it can only survive deep in the obscure jungles of the Trinnu's, or it would have become a serious menace all over Jorune The specimen shown is missing its left arm, possibly lost in a jungle clash with a corastin or farg The arm will grow back during the rainy season





On our cover:

Niko-Chimveer is a ramian prince and sea captain from Voligire We met him on the Ardoth docks and were able to convince him to pose for our cover in exchange for a good deal on a cargo of Shirmeh